

Inventor Name Search Result

Your Search was:

Last Name = PETERSON

First Name = SCOTT

Application#	Patent#	Status	Date Filed	Title	Inventor Name
<u>09478784</u>	<u>6279197</u>	150	01/06/2000	DUCTWORK CLEANING SYSTEM	PETERSON, SCOTT
<u>09794469</u>	Not Issued	161	02/27/2001	Automated profit recovery	PETERSON, SCOTT
<u>10044072</u>	Not Issued	161	10/26/2001	System for providing localized content information via wireless personal communication devices	PETERSON, SCOTT
<u>10335362</u>	Not Issued	83	12/31/2002	Automated audit process	PETERSON, SCOTT
<u>10463079</u>	<u>7017588</u>	150	06/17/2003	HAIR STYLING DEVICE	PETERSON, SCOTT
<u>10572543</u>	Not Issued	30	11/28/2006	Use Of Chk1 Inhibitors To Control Cell Proliferation	PETERSON, SCOTT
<u>10625973</u>	<u>7162765</u>	150	07/23/2003	SEAL SYSTEM FOR IRRIGATED SCRUBBER MANDREL ASSEMBLY	PETERSON, SCOTT
<u>10721859</u>	Not Issued	61	11/26/2003	Vent cleaning system	PETERSON, SCOTT
<u>10837976</u>	Not Issued	161	05/03/2004	Automatic brake mechanism	PETERSON, SCOTT
<u>10851871</u>	<u>7143909</u>	150	05/21/2004	RECONFIGURABLE METERED MATERIAL DISPENSER	PETERSON, SCOTT
<u>11032144</u>	Not Issued	41	01/11/2005	Vent cleaning system	PETERSON, SCOTT
<u>11392897</u>	Not Issued	30	03/29/2006	Food rack	PETERSON, SCOTT
<u>11878920</u>	Not Issued	17	07/27/2007	Concrete form	PETERSON, SCOTT
<u>29035063</u>	<u>D365527</u>	150	02/17/1995	HAND-HELD MEASUREMENT DEVICE WITH GRIP	PETERSON, SCOTT
<u>29035065</u>	<u>D365996</u>	150	02/17/1995	HAND-HELD MEASUREMNT DEVICE WITH GRIP	PETERSON, SCOTT
<u>29037662</u>	Not Issued	161	04/17/1995	BOOT COVER FOR AN ELECTRONIC MEASUREMENT INSTRUMENT	PETERSON, SCOTT

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L7	58	((SCOTT) near2 (PETERSON)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2007/10/31 11:49
L25	1338	(345/418).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/10/31 13:11
L26	0	(vertex or vertice or point or position or coordinate) same ((mesh or lattice or tessellation or subdivision) with surface) same ((odd) with (row or column) with (matrix or matric\$4)) and ((predict\$4) with (vertex or vertice or point or position or coordinate))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:16
L27	1	((vertex or vertice or point or position or coordinate) and ((mesh or lattice or tessellation or subdivision) with surface) and ((even) with (row or column) with (matrix or matric\$4))) and ((predict\$4) with (vertex or vertice or point or position or coordinate))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:16
L28	0	(basis with coordinat\$4 with system) same (triangl\$4) same (reference with (vertex or vertex or point or coordinat\$4 or position)) same (last with row with (matrix or matrice))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:17
L29	0	(basis with coordinat\$4 with system) same (world with space) same (reference with (model or polygon\$4 or shape or primitive or object)) same (average with length with (normal with vector))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:17
L30	0	(vector same (axis) same (coordinate with system)) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:17
L31	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:18
L32	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4)) and ((axis) same (storag\$4 or stor\$4 or save or memor\$4) same (group\$4 or collect\$4 or set) same (coordinate with tuple))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:18
L33	0	((retriev\$4 or collect\$4 or gather\$4 or locat\$4) same (compress\$4 with animat\$4)) and (decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:18

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L34	0	((decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4)) and (seed with (vertex or vertice or point or position or coordinate) with reference))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:19
L35	0	((differenc\$4 same (vector with coordinate with tuple)) and (vector same axis same ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (continuous\$4 or continual\$4))))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/31 13:19
L36	0	((vertex or vertice or point or position or coordinate) same ((mesh or lattice or tessellation or subdivision) with surface) same ((odd) with (row or column) with (matrix or matric\$4)) and ((predict\$4) with (vertex or vertice or point or position or coordinate))).clm.	US-PGPUB	OR	ON	2007/10/31 13:19
L37	0	((vertex or vertice or point or position or coordinate) and ((mesh or lattice or tessellation or subdivision) with surface) and ((even) with (row or column) with (matrix or matric\$4))) and ((predict\$4) with (vertex or vertice or point or position or coordinate))).clm.	US-PGPUB	OR	ON	2007/10/31 13:20
L38	0	((basis with coordinat\$4 with system) same (triangl\$4) same (reference with (vertice or vertex or point or coordinat\$4 or position)) same (last with row with (matrix or matrice))).clm.	US-PGPUB	OR	ON	2007/10/31 13:20
L39	0	((basis with coordinat\$4 with system) same (world with space) same (reference with (model or polygon\$4 or shape or primitive or object)) same (average with length with (normal with vector))).clm.	US-PGPUB	OR	ON	2007/10/31 13:20
L40	0	((vector same (axis) same (coordinate with system)) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))).clm.	US-PGPUB	OR	ON	2007/10/31 13:20
L41	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))).clm.	US-PGPUB	OR	ON	2007/10/31 13:20
L42	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4)) and ((axis) same (storag\$4 or stor\$4 or save or memor\$4) same (group\$4 or collect\$4 or set) same (coordinate with tuple))).clm.	US-PGPUB	OR	ON	2007/10/31 13:20
L43	0	((retriev\$4 or collect\$4 or gather\$4 or locat\$4) same (compress\$4 with animat\$4)) and (decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4))).clm.	US-PGPUB	OR	ON	2007/10/31 13:21
L44	0	((decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4)) and (seed with (vertex or vertice or point or position or coordinate) with reference)).clm.	US-PGPUB	OR	ON	2007/10/31 13:21
L45	0	((differenc\$4 same (vector with coordinate with tuple)) and (vector same axis same ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (continuous\$4 or continual\$4))).clm.	US-PGPUB	OR	ON	2007/10/31 13:21
L46	0	((vertex or vertice or point or position or coordinate) same ((mesh or lattice or tessellation or subdivision) with surface) same ((odd) with (row or column) with (matrix or matric\$4)) and ((predict\$4) with (vertex or vertice or point or position or coordinate))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:19
L47	0	((vertex or vertice or point or position or coordinate) and ((mesh or lattice or tessellation or subdivision) with surface) and ((even) with (row or column) with (matrix or matric\$4))) and ((predict\$4) with (vertex or vertice or point or position or coordinate))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L48	0	((basis with coordinat\$4 with system) same (triangl\$4) same (reference with (vertice or vertex or point or coordinat\$4 or position)) same (last with row with (matrix or matrice))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20

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L49	0	((basis with coordinat\$4 with system) same (world with space) same (reference with (model or polygon\$4 or shape or primitive or object)) same (average with length with (normal with vector))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L50	0	((vector same (axis) same (coordinate with system)) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L51	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L52	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4)) and ((axis) same (storag\$4 or stor\$4 or save or memor\$4) same (group\$4 or collect\$4 or set) same (coordinate with tuple))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L53	0	((retriev\$4 or collect\$4 or gather\$4 or locat\$4) same (compress\$4 with animat\$4)) and (decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:21
L54	0	((decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4)) and (seed with (vertex or vertice or point or position or coordinate) with reference)).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:21
L55	0	((differenc\$4 same (vector with coordinate with tuple)) and (vector same axis same ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (continuous\$4 or continual\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:21

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L25	1338	(345/418).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2007/10/31 13:11
L46	0	((vertex or vertice or point or position or coordinate) same ((mesh or lattice or tessellation or subdivision) with surface) same ((odd) with (row or column) with (matrix or matric\$4)) and ((predict\$4) with (vertex or vertice or point or position or coordinate))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:19
L47	0	((vertex or vertice or point or position or coordinate) and ((mesh or lattice or tessellation or subdivision) with surface) and ((even) with (row or column) with (matrix or matric\$4))) and ((predict\$4) with (vertex or vertice or point or position or coordinate))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L48	0	((basis with coordinat\$4 with system) same (triangl\$4) same (reference with (vertex or vertex or point or coordinat\$4 or position)) same (last with row with (matrix or matrice))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L49	0	((basis with coordinat\$4 with system) same (world with space) same (reference with (model or polygon\$4 or shape or primitive or object)) same (average with length with (normal with vector))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L50	0	((vector same (axis) same (coordinate with system)) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L51	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L52	0	((stor\$4 or save or saved or memor\$4) with (differenc\$4 or displacemen\$4) with (predict\$4) with ((predict\$4 and actual) near (vertex or vertice or point or coordinate))) and ((reorder\$4 or rearrang\$4 or relist\$4) with (vector)) and ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (contiguous\$4 or continual\$4)) and ((axis) same (storag\$4 or stor\$4 or save or memor\$4) same (group\$4 or collect\$4 or set) same (coordinate with tuple))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:20
L53	0	((retriev\$4 or collect\$4 or gather\$4 or locat\$4) same (compress\$4 with animat\$4)) and (decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:21
L54	0	((decompress\$4 same differenc\$4 same uncompress\$4 same entropy same (algorithm or equation or mathemat\$4)) and (seed with (vertex or vertice or point or position or coordinate) with reference)).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:21
L55	0	((differenc\$4 same (vector with coordinate with tuple)) and (vector same axis same ((storag\$4 or stor\$4 or save or memor\$4) with (axis) with (continuous\$4 or continual\$4))).clm. and 25	US-PGPUB	OR	ON	2007/10/31 13:21



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All Results

[B Guenter](#)

[K Singh](#)

[H Malvar](#)

[C Grimm](#)

[E Kokkevis](#)

[\[PDF\] Skinning Characters using Surface-Oriented Free-Form Deformations - all 4 versions »](#)

K Singh, E Kokkevis - Graphics Interface, 2000 - [dgp.toronto.edu](#)

... as it is difficult to univer- sally **predict** how an ... good local control on manipulation of the control **vertices** of the ... The first **offset** is $P \text{ proj } k - P \text{ close } k$...

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[Method and system for capturing and representing 3D geometry, color and shading of facial ... - all 3 versions »](#)

B Guenter, CM Grimm, HS Malvar - US Patent 6,072,496, 2000 - Google Patents

... COMPUTE **OFFSET** BASED ON **OFFSET(S)** OF **NEIGHBOR(S)** ... POINTS TO ASSIGN BLEND COEFFICIENTS

TO **VERTICES** OF BASE ... facial expression with 3D polygonal face **model** of low ...

Cited by 51 - [Related Articles](#) - [Web Search](#)

[Compression of animated geometry using basis decomposition - all 3 versions »](#)

JE Lengyel, BK Guenter, HS Malvar - US Patent 6,606,095, 2003 - Google Patents

... In addition, some **models** are not constructed from rigidbodies, ... an intermediate form of the **animation** where the ... of the cube in which its **vertices** are rotating ...

Cited by 1 - [Related Articles](#) - [Web Search](#)

[Compression of animated geometry using geometric transform coding - all 3 versions »](#)

JE Lengyel - US Patent 6,573,890, 2003 - Google Patents

... COM- 15 PRESSION OF ANIMATED GEOMETRY USING **BASIS** DECOMPOSITION by ... for each image

frame in an **animation** sequence as the ... the 3D positions of a **model** moves and ...

Cited by 3 - [Related Articles](#) - [Web Search](#)

[Non-linear morphing of faces and their dynamics - all 4 versions »](#)

PJ Hunter, PF Nielsen, D Bullivant, M Sagar, P ... - US Patent 6,967,658, 2005 - Google Patents

... **Models** are typically **predicting** changes in the location ... throughout the subsequent processing as **offset** set 55 ... plurality of target head **vertices** data including ...

[Related Articles](#) - [Web Search](#)

[\[BOOK\] Physically Based Character Simulation--Rag Doll Behaviour in Computer Games](#)

J Gästrin - [nada.kth.se](#)

... Experts **predict** a growing market of middleware for the ... When using vertex blending to blend between different ... vector $x(t)$, which describes the **offset** from the ...

Cited by 2 - [View as HTML](#) - [Web Search](#)

[\[PDF\] Simplification and Compression of 3D Scenes - all 2 versions »](#)

J Rossignac - Tutorial Eurographics, 1997 - [gvu.gatech.edu](#)

... in some natural metaphor, which makes it easy to **predict** their effect ... between the primitive entities (faces, edges, and **vertices**) used to **model** the object ...

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[Method and system for compressing a sequence of images including a moving figure -](#)